

SEGMENT JORUNE



Segment Jorune welcomes you to its artwork laden pages this month with a feature written for to help Game Masters bring their players to Jorune as a supplement to any role-playing game. As we say, "Leave Your World Behind," and experience Jorune, if even as a campaign.

HELPING THE GAME MASTER PLUNGE PLAYERS INTO JORUNE

While many Game Masters have heard of Jorune and have seen the artwork, they are often satisfied with their current system, desiring only the atmosphere of an alien place for their players to explore. Over several issues in *White Wolf Magazine*, Segment Jorune will detail the process of bringing characters from other environments into Jorune for the fun and bewilderment of your players. Issue #12 of *White Wolf* told the story of humans on Jorune, how they faced destruction at the hands of the shanthas and how their society has rebuilt over 3500 years. Read it to learn more about the world of Jorune.

Who's the target audience for such a hyperspace hop? Jorune is a perfect setting for players who have spent one too many days in a dark dungeon, or who have counted more dragon kills than they have gold pieces. Even the galactic gaming types will find themselves befuddled by exotic creatures and cultures more alien than they've seen in one hundred worlds. And whether your players are in a science fiction, a fantasy, or a real world game, there's a way to Jorune for everybody.

HOW TO GET TO JORUNE (KIDNAPPING YOUR PLAYERS)

There are a number of interesting ways to bring your player to Jorune. Players in a science fiction universe could travel to Jorune, an as of yet uncharted world, on orders from superiors to investigate the disappearance of ships in the Stynferrough IV star system. Or they could come across this lush world accidentally, face the fate of many ships...

Travel By Spaceship

Although not generally disclosed to SkyRealms gamers, Jorune's shanthic automatic defense systems are standing ready at full power in the current year 3488. Although more detailed information is pending, the system's sensors are usually sensitive only to ships with cross-sections larger than one 0.01 km² (roughly 100x100 meters). The devastating power of the planet's Elip-Ston weapons grid has blasted all but the most powerfully shielded starcraft out of the skies. Jorune's natives have been historically xenophobic dating back more than 5000 years. Historians of Jorune chronicle several turbulent periods of subject rule under star-faring races all of which were terminated. A defense system was created to allay their fears of another term of repression.

A smaller ship approaching orbit might trigger a less catastrophic response should only a single, low-power ground-based tracer-cannon (called a "thosk") be activated and merely track it. The thosk's continuous beam will begin overloading field-coupled circuits within seconds, and the shields of a small ship will start to give way within minutes. This is the perfect time for a hasty crash landing on Jorune. Locations for landings and crash landings are described later.

If your players do much flying from one side of the galaxy to another, you can innocently introduce a defect into their hyperspace transducer that pulls them back to space/time short of their destination. Then they can land or crash-land on Jorune for supplies and time to effect repairs.

Still another way to bring players to Jorune is through the collapse or fluxuation in the space conduit through which the players travel in hyperspace. Jorune, her moons, and neighboring planets in the solar system all produce a powerful field that can deflect or change the local space conduit. Weary travelers have come out of hyperspace to find themselves hundreds of light years from home, low on fuel, near the orbit of a seemingly hospitable, temperate planet with life sustaining atmosphere and near-standard gravity. Many decide to enter orbit, make some sightings, and land.

Of course, if you really want to baffle your players, you can bring them out of suspended animation on Jorune as backup personnel that were never revived after the shanthic assault of the humans. Players will be waking up in Earth's 58th century. They would know little about this world, having been put in the deep freeze before leaving Earth. Their knowledge would be limited to the expectations of the colony leaders --- and would be practically useless when faced with a reality so vastly different.

Enter Jorune from a Planetbound Setting By Warp

There are other ways to enter Jorune besides through space. Players in a Medieval setting, perhaps romping through a dungeon, or characters playing mobsters in the 1920s on Earth can come to Jorune in a less sophisticated way... by warp.

Warps are commonplace on Jorune, but not so in most other places in the Galaxy. A warp looks like a window four meters high and two and a half meters across. The view through a warp gives a somewhat distorted view of the location that the warp leads to. Players can see where the warp leads unless it is a 'dark warp.' The properties of a dark warp differ in that nothing can be seen through them, and they exert a powerful attraction to all nearby matter. The strength of the pull drops off quickly with the distance from the warp. One step too close and your dungeon-digging player will be kissing the sweet soil of an alien world.

Warps can occur spontaneously on Jorune, but are a rarity, if at all existent on most other worlds. Generally, a Jorune crystal

or other object containing "Isho" is needed to open the dimensional manifold. The coincidentally properly proportional shape of a building on Earth near certain radioactive wastes could trigger the effect, just as surely as the activation of a large white crystal brought from Jorune. Crystals are activated by holding them in the palm of the hand and concentrating on thoughts that force the mind to produce the correct type of standing waves that the crystal needs to release its energy. If successful, an orb of white energy will be released from the palms of the crystal user, and flow 2-3 meters away, where it will form into a warp.

The period of time that a warp remains open depends on the energy source, its natural stability, and interference from other parties. On Jorune, the natives have become very good at slamming warps shut within seconds if they don't like who's coming through. The "shanthas," the natives previously mentioned, can also create warps with ease. When players need to return home, it may be a shantha they seek out to open a warp back to their home world.

If undisturbed, a warp opened with a Jorune crystal will close within 20 seconds. Naturally occurring warps, those spontaneous in nature, usually last no more than one hour, but will reopen again at a later date. Shanthas understand this process.

WHERE TO LAND/WHERE TO WARP

The planet Jorune is roughly Earth sized and contains land masses and water in comparable proportions to Earth. Only one half of the globe is mapped in SkyRealms publications, leaving the other side of the world to the imagination of the game's Sholari (a Jorune Game Master). The following is a brief description of each of the major continents.

Continents and Land Masses of Jorune

Ice Fields of Gilthaw: This large, frozen wasteland is home to the "Cleash," an insect-like race of intelligent bipedal creatures that travel the world in their K'crikss ships, large, narrow water going vessels with masts that sway overhead twice the ships length in height. They are feared and despised by most of the other cultures on Jorune for their relentless aggressions against other races. The Cleash dominate and enslave a related race, the Scarmis, by some biological means not fully understood. Scarmis will do the bidding of Cleash only when in their company. The Cleash themselves are not well suited to the frozen wastelands in which they live, and for millennia, scholars have searched for clues that explain their existence so far north.

Voligire: A hot, volcanically active land mass seething with black bogs, swamps, and dead lakes. A race of slender bipeds called "Ramian" live in Voligire. Although not despised like the cleash, their warring passions have brought them in conflict with most of the other realms of Jorune. Their last major war was in 3472, only sixteen years ago. They savagely attacked Burdoth's north coast and destroyed the entire Lelligirian Navy and 3600 seamen in the process. Ramian scour the globe in search of "shirm-eh," an herb that they require in order to heal from injury. They attempt to trade the coveted daij meat with humans for shirm-eh. Only the isholes rami-an can safely fish for these dangerous enervores. Ships

manned by Humans run the peril of being sunk by daij, fishing for these Jorune sea-devils. Daij is used in human realms to sense illegal energy use.

Lundere: This is the home of Woffen, genetically engineered creatures based upon terran wolves that now stand upright, and are endowed with speech and opposable thumbs. Although they walk on two legs, they can drop down to all fours for speed. Woffen were the product of "Iscin," the Terran bio-tec engineer who created a number of Earth descendant creatures soon after the fall of the Earth colony.

Lundere is also home to the ancient shanthic land. Shanthas are the original form of intelligent life on Jorune. They do not see with eyes; their "Tra-Sense" allows them to see all around them and without light. Jorune's ambient form of energy, the "Isho," permeates and deflects around life and matter. This is what the shanthas see. Humans can gain this sense through digestion of the daij meat, described elsewhere. Shanthas were apprehensive about allowing humans to visit their world 3500 years ago, but greeted the visitors with luke-warm welcome and the foundation of their laws. When Earth found itself in the throes of nuclear war, the Jorune colony knew that they were cut off and that it was only a matter of time before their supplies dwindled. The humans broke their negotiated treaties with the shanthas and found themselves in a genocidal confrontation with this planet's inhabitants. Most of the humans scattered throughout the 80 colony sites perished, as did millions of shanthas. Only now, 3500 years later, have populations regained previous numbers. Shanthas still occupy Lundere, but their locations are hidden and their contact with outsiders limited.

Dobre: Close cousins of the Woffen are the Bronth, another genetic creation of Iscin, in this case based upon Earth's bears. They stand as high as eight feet, and can weigh in excess of one-thousand pounds. Like their smaller relatives, the woffen, they are bipedal, although they go down to all fours when relaxing or playing with their cubs. Bronth abhor slavery since their early days after Iscin's death when still another bio-tec race, the "Crugar," dominated its cousin races and forced them to do its bidding.

Burdoth: Unquestionably the best place for a human or near human to reside on Jorune. This realm was home to many of the original colony sites 3500 years ago. Humans have made the most progress toward civilization in Burdoth, where many large cities dominate the coastline. The capital of Burdoth, "Ardoth," is home to more than one quarter of a million people. The army of this realm has shown superiority in all of its engagements since the rediscovery of energy weapons forty years ago in a conflict remembered as the Energy Weapons War. Lost caches of Earth-Tec, perfectly preserved underground for millennia, were discovered by Burdoth's military and the new technology has revolutionized both combat and society on Jorune. The tools and weapons of humans' ancestors has for the first time in 35 centuries been again in the hands of humans. Only time will tell how wisely they have chosen to use this awesome arsenal.

Human society in Burdoth relies heavily upon the "Drenn System," in which people eager to become citizens of Burdoth's capital city Ardoth, complete tasks, missions, or assigned duties to show loyalty and devotion to their realm. A "challisk," or metallic plate is worn around the neck and serves to record marks from Drenn who view their deeds as

worthy. A person seeking drennship is called a "Tauther."

Ardoth is the technology center of Jorune. Aside from black market locations on the island of Silipus and the realm of Thantier, Ardoth inventories the greatest selection of goods. Many Earth-Tec devices are strictly controlled and may only be carried by Drenn.

Other Areas: West of Burdoth is the Doben-al, a vast wasteland filled with tribespeople, travelers, marauders and wanderers. To the East lies the realm of Heridoth, a once great realm, now fallen from power and prestige into a nation of warring city-states and factional powers. To the south are the East-Trinnu-Jungle-Lands, a dangerous area separating Burdoth and the more southern realm of Anasan. The East Trinnus, as they are called, have been infested with Cleash for the past 30 years. Burdoth has stepped up patrols in the area in anticipation of attack. More of the other areas of Jorune will be dealt with in an upcoming Segment Jorune.

Living On Jorune Born in Kansas

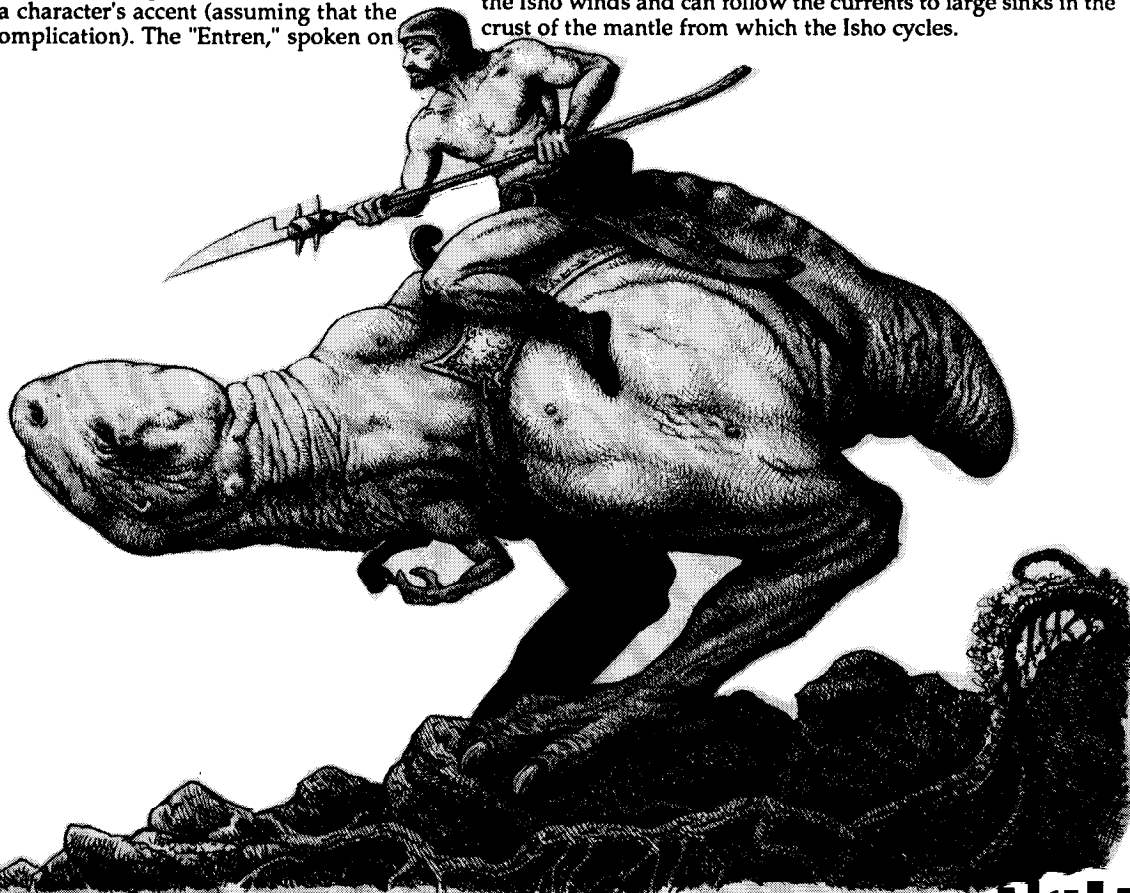
Now that some of the geography is clear, go wild. Plant your players where you will. Burdoth is the tamest part of the world. Although interaction with other humans is the most accessible, player characters from different worlds and game systems will seem the most odd to those they are closest related to. A human from Ardoth would immediately note the weird clothing that a human from a medieval society might wear: "From what beast are those leather's made? Not thombo! And from what wood is that staff? There are no trees around Burdoth that grow with that grain." Creatures would definitely comment on a character's accent (assuming that the referee desires such a complication). The "Entren," spoken on

Jorune is close to English, but many words have changed their meanings with time. Peoples of Jorune are likely to assume the speaker refers to corondans and gemlinks, though he is weaving yarns of dragons and gold pieces..

Living On Jorune Born on Altair VII

Those entering Jorune from a science fiction setting are more likely to run into trouble in the human populated areas of Burdoth and Heridoth. Because Earth-Tec weapons are strictly controlled, any blaster toting stranger is likely to be brought in for interrogation. Burdoth's ruling power, the Dharsage, is well armed, and ready for any show of force. Those marooned on Jorune are more likely to survive by turning over confiscated weapons and their alien devices and adapting to the world than by fighting it. If they stay for a year or more, they'll adjust over time, and become powerful in their own right.

It may be that the biggest unexpected surprise for characters from advanced societies is the presence of the Isho, and the amazing ways that the natives and immigrants have learned to manipulate it into orbs and bolts. The shanthas evolved around the Isho: they see with it (as discussed under the description of Lundere), communicate through it, and weave it into various forms, some destructive, some powerfully beneficial. This is not a form of psionics. The energy abilities, called dyshas, are not powers of the mind, rather, they are the skills that the mind learns to manipulate an energy that is already there. Although Isho is not unlimited in any area of Jorune, shanthas have learned and physically adapted to draw it in from sources near and far when needed. They read the Isho winds and can follow the currents to large sinks in the crust of the mantle from which the Isho cycles.





KANTISS

ADVANTAGE: -2/+2
CONSTITUTION: 3D6
STRENGTH: 2D6+6
SPEED: 1D6+2/4D6
PERCEPTION: +0

SIZE MODIFIER: +1
AGILITY 3D6 (0)/2D6+6(1)
AIM: 2D6+6 (1)
ISHO: 3D6+50
COLOR: 4D6 (Launtra & Tra)

DYSHAS: Roll for difficulty as for Muadra, but add a 2 point bonus. Kantiss have all Dyshas in Shal of that difficulty and down, and are restricted to the Shal group, except for HEALER dysha, if a roll is successful.

Averages marked within the parenthesis (.). For AGILITY, average skill level for hand to hand attacks is shown. For AIM, it is the average penalty or bonus based upon an average aim. Numbers indicated after the / should be used when the Kantiss is under the water.

Kantiss live in the warm/temperate seas of Jorune, amidst the islands south of Anasan and beyond. Decimated during the Human/Shanthic war they are now rare and reclusive creatures. They live in small colonies, each with one dominant male.

Slightly larger than Boccords, Kantiss are armed with long tusks, sharp claws and great thwacking tails! They also employ certain dyshas to great effect underwater, in particular Body Freeze. With this they are able to stun fish, crustaceans, and small sea mammals in a 4 meter radius from their swimming bodies. They use small nets in which to carry food.

They reside in damp caves, grottos and reefs along the island coasts that are kept cool with a kelp-like sea plant which they spread around their dwellings. This kelp (humans call it "mirame") is cultured and farmed by the male Kantiss. It is an obscure plant and grows in only one ocean location on the entire planet, reached by a handful of closely guarded and secret ocean warps, hundreds of feet below the surface. Aside from cooling their caves, Mirame helps keep the female Kantiss fertile, an unfortunate legacy from the war. For 6 to 8 weeks the female Kantiss wraps the long, flat plant around her body, extracting needed nutrients until the limilate dies and

begins to harden.

To humans, Mirame means 1 hour of limited Tra sense; it boosts their color x3 to gain respective Isho sensitivity skills. A single dosage sells for around 4 Gems. Regular use leads to addiction and subsequent loss of eyesight. The addict becomes dependent on Mirame to see, and then only in Tra-vision.

Most Kantiss colonies are violently territorial and react swiftly to intrusions to their domain, the males from various settlements only interacting peacefully when farming the mirame. Recently, however, several have begun occasional trade with the salu. Kantiss find the Ahji fruit an irresistible delicacy for which they exchange the hardened Mirame. Humans will pay a high price to the salu for small quantities of this rare limilate.

Although they spend the majority of their life in the ocean, Kantiss have enlarged lungs, not gills and must surface every 60 minutes. As native Jorune creatures, they are able to wield dyshas, though the race lacks the intelligence and compulsion to explore the intricacies of Sho-Caudal and the Sho-Sen; they have little in common with their distant cousins, the Shanthas.

The Kantiss communicate by altering their signatures, changing the Isho ripples subtly. This also means Kantiss are very good at reading the copras of encountered creatures and reacting in advance of a creature's actions.

Sailors on the southern seas avoid the grottoes and reefs that are the domain of the Kantiss, who rise out of the water like great ocean vindicators, taking out entire ships with their dyshas and weapons. Few fishermen hunt the Kantiss. For those who do, the rewards of mirame and Kantiss tusk (when ground into a powder, it is as active as crystal dust) is enough to risk their lives for.

The Kantiss was submitted by Geoff Gray of Blackpool England



Rild and Klafe, blood boiling with chiveer passion, strike out into the black bogs of Voligire, a relentless unthinking wall of carnal agression.



Summary and More Later

Although more material will follow in future issues of White Wolf on this issue, below is a synopsis of some of the alien words your players will become accustomed to hearing:

Ardoth: Capital city of the realm of Burdoth. Human's greatest stronghold on Jorune.

blaster: A high-speed plasma ejecting energy weapon.

Bronth: A race of creatures based upon Earth bears that speak, stand upright and have opposable thumbs. They reside mainly in the realm of Dobre.

Burdoth: The main human realm of Jorune. Many of the Earth Colony ships were based in the lands now referred to as Burdoth.

challisk: A metal plate worn around the necks of people seeking citizenship in the realm of Burdoth. Challisks are made from the remains of hull plates from the original Earth colony ships that were blown apart during the shanthic assault on the humans.

Cleash: A race of warring insect-like creatures that live far to the north in the Ice Fields of Gilthaw and in the East Trinnu Jungle Lands.

corondans: Enormous beasts that inspire terror among all races but Jorune's natives, the shanthas. Corondons have four arms each boasting three razor sharp nails more lethal than swords. The shanthas have mastered the process of crafting blades from these "thailiers" of the dhar corondon.

Crugar: A race of bio-engineered creatures based upon Earth's cougars. Created by Iscin, the Crugar eventually caused his death.

crystal: Jorune crystals absorb some of the planet's ambient energy, the "Isho," over time. White crystals are capable of creating warps.

daij: A marine enervore (energy eating creature) of Jorune that is valued for its use in endowing "Tra-Sense" upon those who eat its meat. Daij are a very dangerous prey because they attempt to sink all of the ships but the isholess (and thus invisible) Ramian.

dark warp: A warp through which no light can pass through to give a clue as to what lies on the other side. Dark warps exert a strong attractive pull on nearby objects.

Dharsage: The ruling class in Burdoth. The ruler of a realm is a dharsage. (pronounced dar-side).

Dobre: A realm to the east of Burdoth inhabited by Bronth.

Durlig: A plant created by Iscin, the Bio-Tec engineer. Although its flavor was far from perfect at the time of the colony's destruction, durlig was created as a mainstay of the human diet on Jorune. It went uncultivated for centuries because early humans on Jorune considered it a foul-tasting, poisonous weed.

Drenn: Citizens of Burdoth. Only Drenn can carry energy weapons.

Drenn System: The system in which Tauther (people wishing Drennship) seek work and journeys to prove themselves worthy of citizenship. Tauther wear challisks hanging from their necks upon which marks of approval are recorded.

dyshas: Energy abilities are called "dyshas." They fall into two main categories: orbs and bolts. Dyshas are woken out of Isho, Jorune's ambient energy given off by the planet's crystal crust.

Earth-Tec: Any device or item from ancient Earth. Thirty-five centuries have passed since the colony arrived on Jorune,

but Earth-Tec preserved in underground cryogenic support tanks are fully operational when taken out of suspension.

gemlinks: The basic unit of currency in Burdoth. Gemlinks are, as their name implies, small, round gems that are linked together like bracelets. One gemlink is worth approximately \$20 in U.S. currency, circa 1980's.

Heridoth: Another human realm located south-east of Burdoth.

Ice Fields of Gilthaw: Frozen ice fields that are the inhospitable home to the even more inhospitable cleash.

Iscin: The Bio-Tec scientist who created the Woffen, Bronth, Crugar, Blount, and Tologra. A person of learned ability is called an "iscin." Scientists and scholars fall into this category.

Isho: The ambient form of energy which permeates and deforms around everything on Jorune. This energy can be woven into orbs and bolts. (see: dyshas)

Jorune: A planet colonized by Earth in the 22nd century. After Earth's demise the Jorune colony was abandoned to an uncertain future on the alien world. Jorune is more than one hundred light-years from Earth.

K'crikss ships: Tall masted-ships of the Cleash.

Lundere: The Ancient Shanthic Lands and home of the Woffen.

Ramian: Tall, slender, exo-skeletal creatures who inhabit the realm of Voligire.

Scarmis: Intelligent insect-like creatures dominated by the Cleash.

Shanthas: Shanthas are the original form of intelligent life on Jorune. They have no eyes, seeing instead with their Tra-Sense which allows them to interpret how the Isho deforms around matter. Shanthas evolved underground, where their large cities still remain.

shirm-eh: A limilate (herb) which is necessary for ramian to heal.

Silipus: An island south of Dobre and Burdoth.

starcraft: Space faring vessels where known as "starcraft" at the time of Earth's demise.

Tauther: One who seeks citizenship in Burdoth is a tauther. The process of seeking citizenship is called "tothis."

Thantier: A realm of humans located far to the west of Burdoth.

thombo: Enormous beasts of burden used for riding and the harvest of durlig.

thosk: A low-power ground-based tracer-cannon used to track space vessels in their approach and orbit of Jorune. Thosk are also used against ground targets.

Tothis: The process of seeking citizenship in Burdoth.

Tra-Sense: The way Shanthas "see." Through Tra-Sense, shanthas can sense Isho all around them as it flows around objects and creatures.

Voligire: The home realm and base of power for the Ramian race.

warp: Large window-like areas that temporarily allow passage between one place and another. Although common on Jorune, they seldom exist elsewhere.

white crystal: The type of Jorune crystal needed to open a warp.

Woffen: A Bio-Tec race based upon wolves of Earth created by Iscin. Woffen inhabit the realm of Lundere, the Ancient Shanthic Lands.

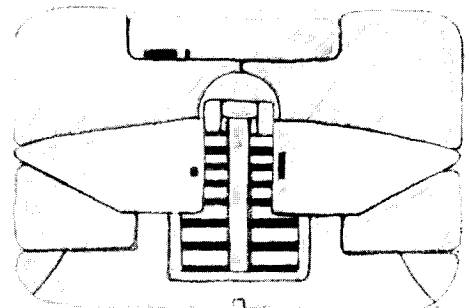
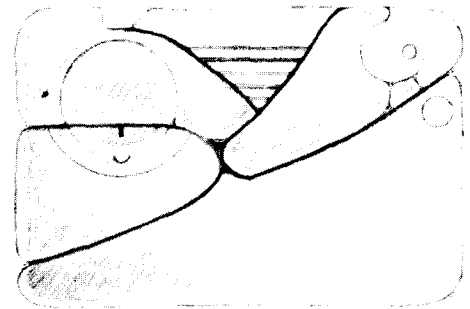
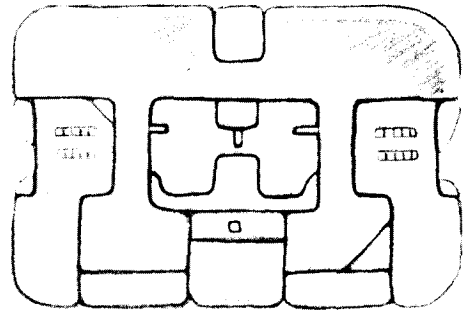
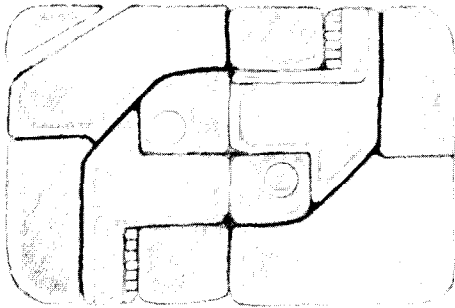
MAIL ORDER

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SR101:	The Jorune Boxed Edition	\$25.00
SR202:	Ardoth	\$7.00
SR301:	Earth-Tec	\$8.00
SR851:	Essay Pack #1 (1st ten essays)	\$6.00
SR803:	Character Sheets (10 count)	\$4.00
SR802:	8/87 20 page rules supplement and 5 character sheets	\$6.00
SR600:	Jorune T-shirts. Woffen, Ramian, Eelshon She-Evid, Dhar Corondon. Assortment of colors, 100% pre-washed cotton. M, L, XL, Specify size; list style preference. We reserve the right to substitute another style if your choice isn't available.	\$10.00

Add \$1.00 per item (\$1.50 for Boxed Edition) for shipping (maximum \$5), and \$3.25 to the total order for COD if you live in the U.S. If you live in Canada, add \$5 to your order. If you live elsewhere, add \$10 to help cover the cost of shipping. We will always use the fastest shipping method affordable. Send orders to SKYREALMS, PO Box 5543, Berkeley CA, 94705. Please allow six weeks for delivery, although we will try to act more swiftly with your order.

Please Note: Burdoth is sold out, although there are copies remaining in some retail stores.



Challisk Marks

Next Issue

We'll be back with more specific examples of setting your players down and the kinds of action they're likely to see. We'll also include more artwork and descriptions of characteristics your players' characters will need to cope with Jorune.

Earth/Jorune

We appreciate any feedback you may have relating to the segment. Please address all correspondence to: SKYREALMS/WW, PO BOX 5543, Berkeley, CA, 94705 (415)-548-0804

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Contribution by Geoff Gray of his Kantiss submission and Kantiss illustration are duly noted and appreciated.

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